

MULTIMEDIA



UNIVERSITY

STUDENT ID NO

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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2018/2019

MSD3013 – SOUND DESIGN II

(All sections / Groups)

17 OCTOBER 2018

9:00 a.m. – 11:00 a.m.

(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 4 pages with 5 questions only.
2. Answer **FOUR** out of **FIVE** questions. All questions have sub-questions and the distribution of the marks for each sub-question is given
3. Please write all your answers in the Answer Booklet provided.

Question 1

Sound Design is the vision that harmonizes the various sound elements in a film or video with the visual story by creating the sonic character of a production. Sound design is to producing the sound track what production design is to producing the picture.

Based on the storytelling in sound design, **briefly explain** the following statements:

- a) The role of Sound designers [2 marks]
- b) Definition of Diegetic Audio [2 marks]
- c) Definition of Non-Diegetic Audio [2 marks]
- d) Definition of Hard Effects [2 marks]
- e) Definition of Emotional effects [2 marks]

Question 2

- a) **Define** the term “soundscape” in the relationship between landscape and the composition of sounds coming from that landscape. [4 marks]
- b) Name the **three (3) main terms** to describe the soundscape arrangement between biological sound and ambient sound occurring from a landscape. [6 marks]

Continued

Question 3

Equalization is the process of adjusting the balance between frequency components within an electronic/audio signal. The circuit or equipment used to achieve equalization is called an equalizer. These devices strengthen (boost) or weaken (cut) the energy of specific frequency bands.

In an audio production there are five (5) main usages why sound engineers employed the techniques of equalization to their mixes. Briefly **explain** all five (5) of these **usages**.

[10 marks]

Question 4

Reverberation and echo are often used synonymously—but incorrectly so. Reverberation is densely spaced reflections created by random, multiple, blended repetitions of a sound. The time between reflections is imperceptible. When a sound is emitted in a room, its acoustic “life cycle” can be divided into three phases: direct sound, early reflections, and reverberant sound.

Draw and plot the reverberation graph that includes the following **parameters**.

- i. Direct Sound
- ii. Early Reflection
- iii. Later Reflection
- iv. Pre-delay
- v. Decay

[10 Marks]

Continued

Question 5

Dynamic Signal Processors are devices that affect dynamic range of a sound source. This means altering the volume relationship between the loudest and the softest sounds.

- a) These signal processors have several **usages** for a sound producer or designer to apply in their sound production. **Briefly list** six (6) of them.

[6 Marks]

- b) Briefly **describe** what are the **functions** of the following dynamic signal processors.

i. De-essers

[2 Marks]

ii. Noise Gates

[2 Marks]

End of Page.

